Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Demo Game Download Version)

Version 3.80

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1 About This Document

Overview

This document provides information and guidelines that must be followed when distributing game content on the Web via the PSP™ RSS channel. Specifically, it contains the following information.

- PSP™ RSS client specifications
- Tags that are used for distributing game content in RSS documents and how they should be used in the PSP™ RSS channel
- Server requirements for distributing game content via the PSP™ RSS channel
- Other information

This document should be referenced when distributing game content via the PSP™ RSS channel.

This document has the same structure as the "Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel" except that it also contains additional information for downloading game content. Please refer to the other document as you read this one.

Note that the specifications of the PSP™ RSS channel client may change later due to extensions of the specification, bug fixing, or quality improvements. Therefore, the contents of this document are not guaranteed to be valid for future versions of the PSP™ system. When there are differences between different versions of the PSP™ system, they will be clearly indicated.

Overview of Additional Functions Described in this Document

The following functions can be implemented by the information contained in this document. This information does not appear in the "Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)".

- Display game content in an RSS channel
- Save game content in the /PSP/GAME/XXXXXXXXX folder
- Hide the URLs of the RSS and content
- Prompt the user to visit the channel registration website again when accessing an RSS channel from a PSP™ system other than the one on which the RSS channel was registered

The following function cannot be implemented in Version 3.70.

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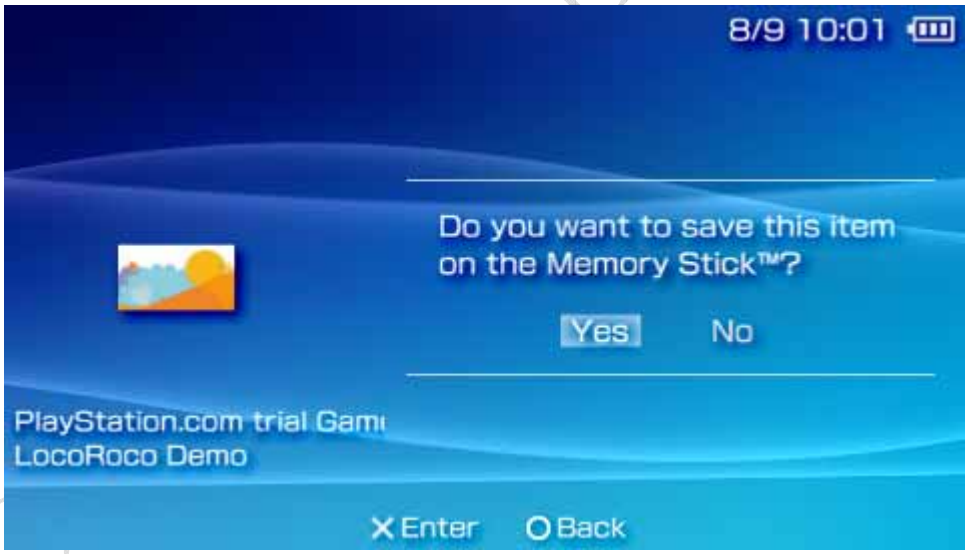
- Download game content across multiple files

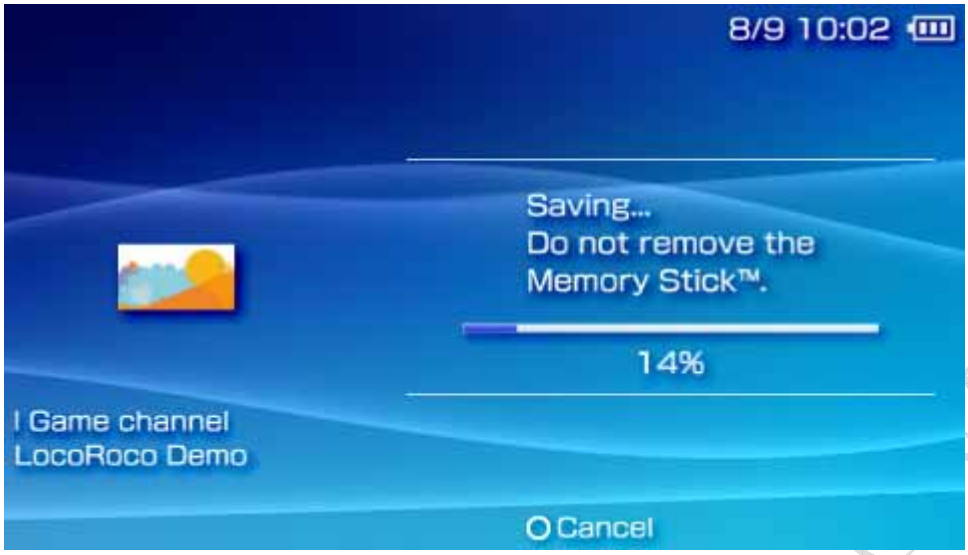
(1) Display game content in an RSS channel

Game content can be displayed in an RSS channel as shown in the figure above.

(2) Save game content to the /PSP/GAME/XXXXXXXXX folder



When game content is selected, the download start screen is displayed as shown above. Selecting Yes will start the download.



When downloading begins, a progress bar is displayed as shown above so that the progress of the download can be monitored.

When game content has been saved in the RSS channel, it can be played by browsing and selecting it from the game category of the PSP™ system as shown above.

(3) Hide the URLs of the RSS and content

The URL of the RSS can be hidden as shown above.

The URL of the content can be hidden as shown above.

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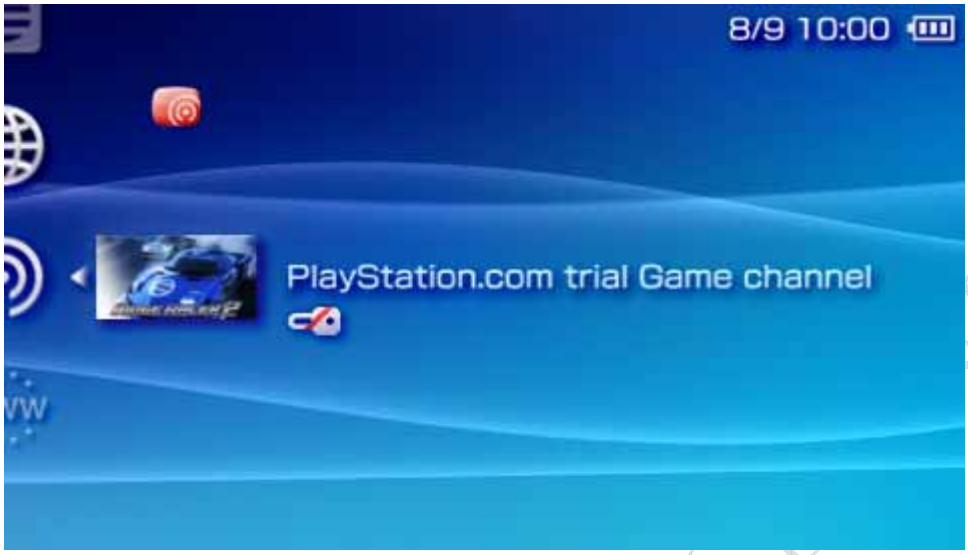
(4) Impose a restriction such that the user is prompted to visit the channel registration website again when attempting to access an RSS channel from a PSP™ system other than the one on which the RSS channel was registered



If the user is prohibited from accessing an RSS channel because that channel is being accessed on a PSP™ system other than the one on which it was registered, an indication that access is restricted is displayed as shown above. If the user selects this content, they will be prompted to start up the browser and visit the website to re-register the channel.

Terminology

RSS Channel

The overall mechanism in the PSP™ for receiving content that is distributed via RSS is called the RSS channel. This includes functions for registering RSS document URLs, receiving RSS documents, displaying a list of distributed content in the XMB™ of the PSP™, and browsing and playing the content.

Channel

Among the icons and information displayed in the XMB™ of the PSP™, a channel corresponds to a <channel> tag in an RSS document.

Item

Among the icons and information displayed in the XMB™ of the PSP™, an item corresponds to an <item> tag in an RSS document.

Game Content

In this document, the term game content indicates only a demo version of a game and does not include game content that can be purchased from the PLAYSTATION®Network.

Related Documents

The RSS channel complies with or supports several standards. For details, refer to the documents listed below.

Protocol

[RFC2616] Hypertext Transfer Protocol – HTTP/1.1

URL/URI

[RFC2396] Uniform Resource Identifiers (URI): Generic Syntax

MIME type

[RFC2936] HTTP MIME Type Handler Detection

RSS

RSS 2.0 Specification
http://blogs.law.harvard.edu/tech/rss

Media RSS

"Media RSS" Specification Version 1.1.1
http://search.yahoo.com/mrss

XML

Extensible Markup Language (XML) 1.0 (Third Edition)
W3C Recommendation 04 February 2004
http://www.w3.org/TR/2004/REC-xml-20040204

Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel

Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel

PSP™ (PlayStation®Portable) Internet Browser Client Identification Information

Guidelines for Creating Content for the PSP™ (PlayStation® Portable) Internet Browser

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2 Version History

System Version	Additions/Modifications	Reference Location
3.70	Support for downloading demo versions of games	Entire document

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3 RSS Document Specifications

The RSS channel reads and displays RSS documents that comply with RSS 2.0 and "Media RSS." This chapter presents details of the RSS document specifications.

Character Codes

Refer to the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

Text Format

Refer to the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

Restrictions on the Number of Characters

The maximum length of the value of an XML tag depends on the tag.
Besides the XML tags that appear in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”, the following XML tags are used for distributing game content.

XML Tag	Maximum Size	Maximum Number of Characters	Supported System
<sce:restriction>	12	12	3.70 or later
<sce:guid>	12	12	3.70 or later
	30	30	3.80 or later

Displaying Tag Information

The following table shows whether each of the XML tags used for game content distribution, which are tags other than those that appear in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”, applies to a <channel> tag or an <item> tag, and where it is displayed.

XML Tag	<channel>	<item>	Screen Where it is Displayed	Supported System
<sce:restriction>	○	—	—	3.70 or later
<sce:guid>	—	○	—	3.70 or later

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Item Extraction Conditions

Whether or not an item is extracted is determined by the <enclosure> attribute and <pubDate> value. A single channel can include more than one type of format.

(1) <enclosure>/<media:content> attribute

If the url attribute extension or any MIME type in a type attribute is supported, the corresponding item is displayed in the item list of the RSS channel.

MIME types that are used for game content distribution are shown below.

MIME Type of type Attribute Value	Extension of url Attribute Value	Format Type	Supported System
application/x-psp-game	—	Game	3.70 or later

Priority when there is an <enclosure> element and a <media:content> element within an <item> element

The <enclosure> element takes precedence, and the <media:content> element is ignored.

Priority when there are multiple <enclosure>/<media:content> elements within an <item> element

For systems: 3.70 or later

The <enclosure>/<media:content> element having the highest priority is extracted. The priority is determined first according to the priority order shown in the table of url attribute extensions and MIME types that appears in the "Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)" and then on the priority order shown in the above table.

(2) <pubDate> value

A description of the <pubDate> tag appears in the "Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)".

Viewing, Listening to, or Browsing Items (Before Saving)

The following table shows whether or not game content can be used (before saving).

Format Type	Whether or Not Item Can be Viewed, Listened to, or Browsed (Before Saving)	Supported System
Game	×	—

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Viewing, Listening to, or Browsing Items (After Saving)

The following table shows whether or not game content can be used (after saving).

Format Type	Whether or Not Item Can be Viewed, Listened to, or Browsed (Before Saving)	Supported System
Game	○	3.70 or later

Folder and File Names Used for Saving Items

The following table shows the relationship between game content and the folder name/file name used for saving items.

Format Type	Folder Creation Position	Folder Name	File Name	Extension	Supported System
Game	/PSP/GAME	*4	*2		3.70 or later

*2 The file name will be a string corresponding to the file name of the url attribute of the <enclosure> element. Note that when multiple items have the same file names, items will be generated that might not be downloadable.

*4 The folder name will be a string corresponding to the value of the <sce:guid> element that is inside the <item> element.

Channel Thumbnail Image

A description of the channel thumbnail image appears in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

Item Thumbnail Image

A description of the item thumbnail image appears in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

XML Entities

A description of XML Entities appears in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

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Restriction so that a Channel Can be Used Only from the PSP™ System on Which it was Registered

For system: 3.70 or later

When a user consents to the terms of use, a restriction must be added so that a channel can only be used by the user who registered that channel.

If REQUIRED is specified as the value of the <sce:restriction> element within the <channel> element, the PSP™ system saves the RSS URL so that it is bound to information specific to the PSP™ system used when the channel is registered. Subsequently, the URL of the channel and item will no longer be displayed on the information screen. When channel information is copied between users, a message indicating that a restriction is in effect for that channel is displayed on PSP™ systems other than the one used to register the channel. Then, if another user selects that channel, the PSP™ system's Internet browser will start up and the URL specified for the value of the <link> element within the <channel> element will be accessed. The user can then register the channel again from that URL.

To restrict a channel so that it can only be used from the PSP™ system on which it was registered, the following conditions must be observed when creating the channel.

- The <sce:restriction> element must be specified within the <channel> element, and its value must be "REQUIRED".
- The <link> element must be specified within the <channel> element, and the URL of a website from which the channel can be registered must be specified for its value.
- Internet browser client identification information that is contained in an HTTP request must be referenced, and a response to the RSS must be returned only to an Internet browser of a PSP™ system of version 3.70 or later and to the RSS channel of the PSP™ system. (Refer to the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) Internet Browser”.)

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Sample RSS Document Containing Game Content

```
<?xml version="1.0" encoding="UTF-8" ?>
<rss version="2.0" xmlns:media="http://search.yahoo.com/mrss/"
xmlns:sce="http://www.playstation.com/manual/psp/rss/">
    <channel>
        <title>Sample Channel</title>
        <link>http://www.example.com/</link>
        <description>This is sample contents.</description>
        <sce:restriction type=" eula" > REQUIRED </sce:restriction>
        <language>en-us</language>
        <copyright>(c) 2005 example.com. All rights reserved.</copyright>
        <image>
            <url>http://www.example.com/xxx/xxx.jpg</url>
            <title>Sample Channel</title>
        </image>
        <item>
            <title>Game item 1</title>
            <link>http://www.example.com/xxx/</link>
            <description> a trial version of game </description>
            <author>xxx@example.com</author>
            <pubDate>Mon, 1 Jan 2007 10:00:00 +0000</pubDate>
            <enclosure url="http://www.example.com/xxx/EBOOT.PBP"
                length="1500000" type="application/x-psp-game"
            />
            <media:thumbnail
                url=" http://www.example.com/xxx/image/thumbnail10.jpg"
                width=" 80" height=" 60"
                />
            <sce:guid> XXXX00001 </sce:guid>
        </item>
    </channel>
</rss>
```

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4 Requirements of HTTP Servers that Distribute RSS Documents

A description of the requirements of an HTTP server that distributes RSS documents can be found in the "Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)".

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5 Requirements of HTTP Servers that Distribute Content Files

A description of the requirements of an HTTP server that distributes content files can be found in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

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6 RSS Channel HTTP Client Specifications

A description of specifications for an RSS channel HTTP client appears in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

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7 RSS Channel Save Function Specifications

Supported System

2.70 or later

This chapter describes the specifications of the RSS channel save function. Note that depending on the description method of the RSS document that will be published by the distribution server for the RSS channel or the name of the file to be saved, there may be items generated that are not saved by the PSP™.

Selection Rules for Items to be Saved by the PSP™ System

This section describes rules for selecting the <item> elements to be saved by the PSP™ system from the <item> elements that are described in an RSS document.
The file that is targeted for saving is the file specified in the url attribute of the <enclosure> element within the <item> element that is selected according to the rules described below.

(1) When the Option Menu is Displayed From the Channel Icon of the RSS Channel and "Save" is Selected

A description of these rules can be found in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.
However, for game content, files other than those targeted for saving are not deleted.

(2) When the Option Menu is Displayed from the Channel Icon of the RSS Channel and "Selective Save" is Selected

A description of these rules appears in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.
However, for game content, files other than those targeted for saving are not deleted.

(3) When the Option Menu is Displayed from the Item Icon of the RSS Channel and "Save" is Selected

A description of these rules appears in the “Guidelines for Creating Content for the PSP™ (PlayStation® Portable) RSS Channel (Version 3.30)”.

Thumbnail Image of the Channel to be Saved by the PSP™ System

The channel thumbnail image is not saved to the folder where games and saved data are saved.

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Thumbnail Image of the Item to be Saved by the PSP™ System

The item thumbnail image is not saved to the folder where games and saved data are saved.

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8 Appendix

There is no appendix information related to game content.

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